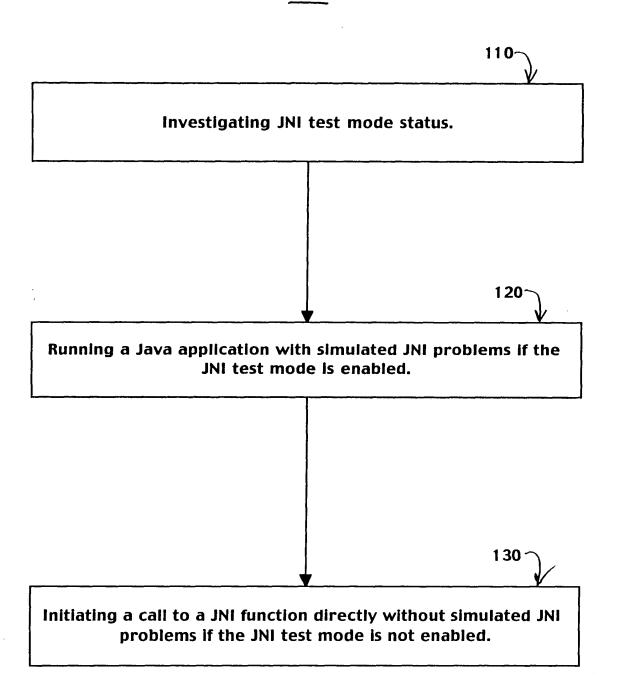
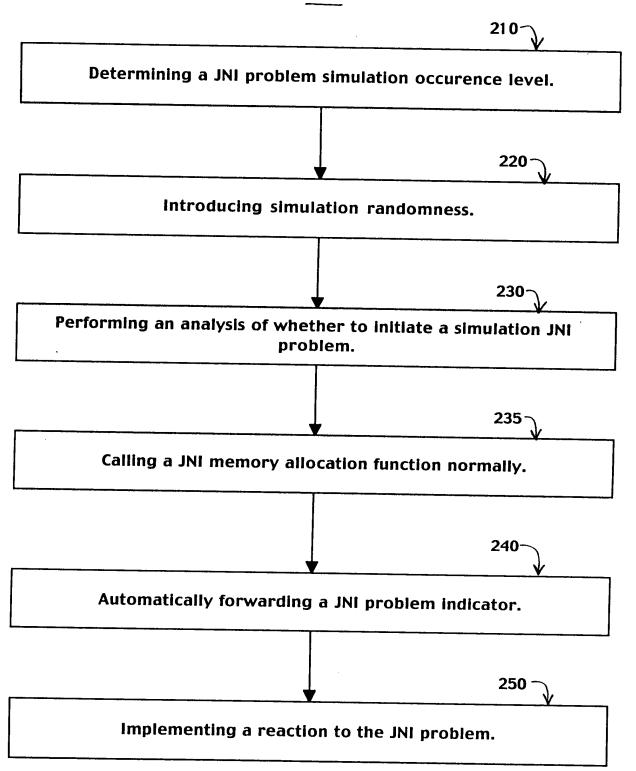
11-Initializing an emulation language virtual machine. 12-Wrapping native languge code in a simulation test macro. 13~ Examining reaction to the simulated interfacing problems when an emulation language application is run.





: 1

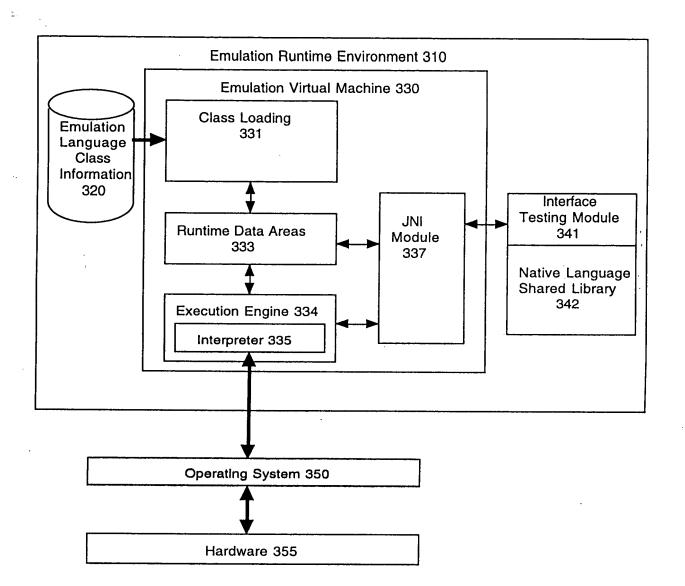


FIG 3

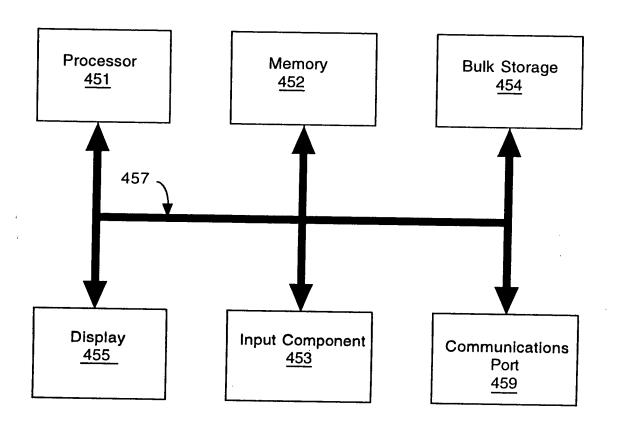


FIG 4